

FIG. 1

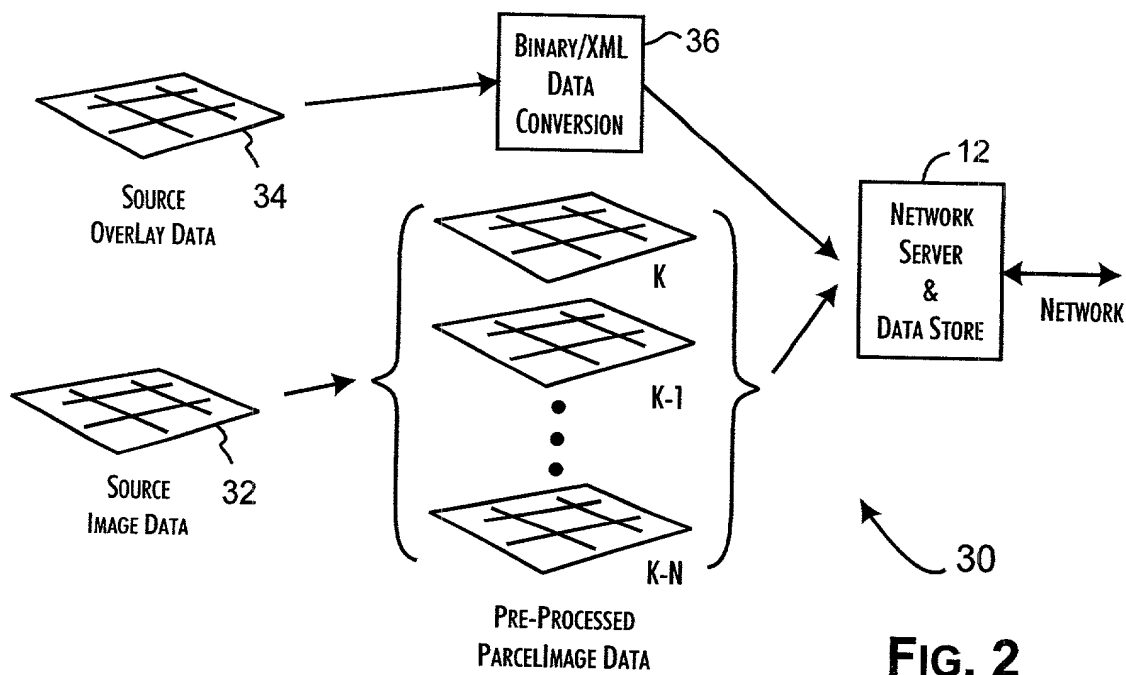


FIG. 2

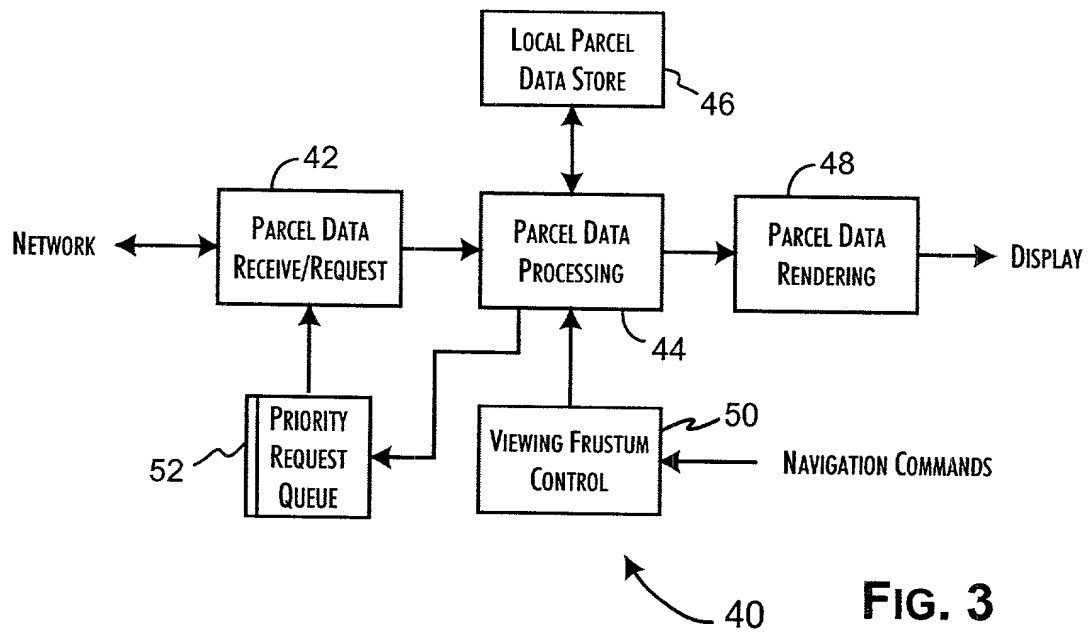


FIG. 3

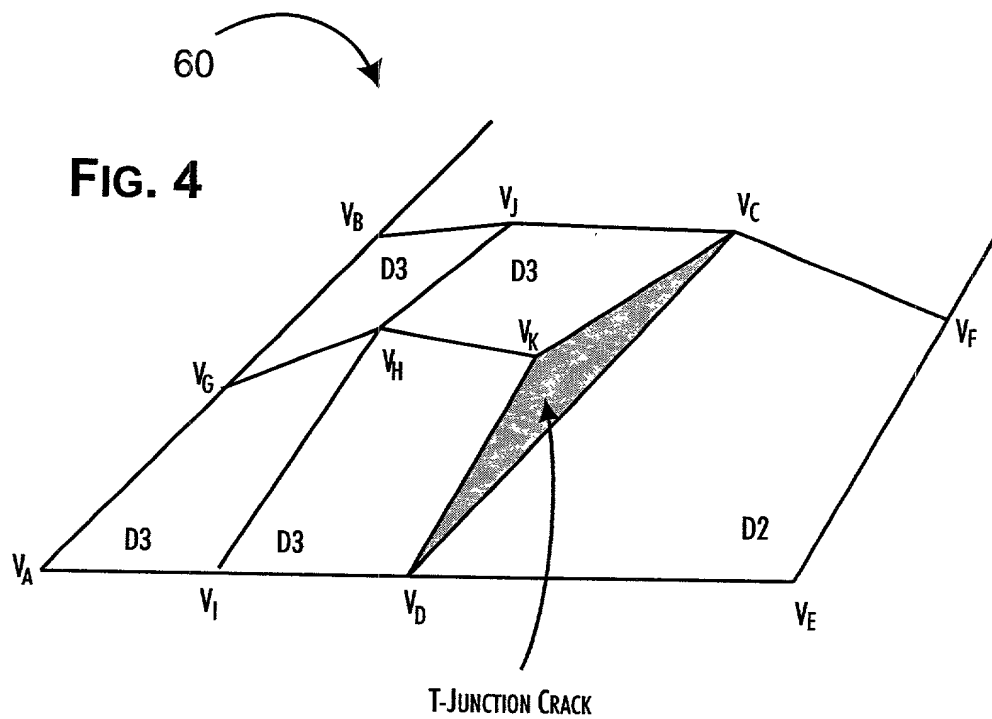
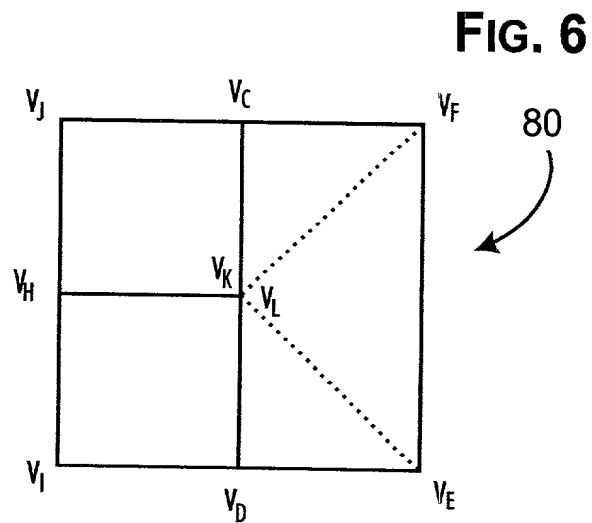
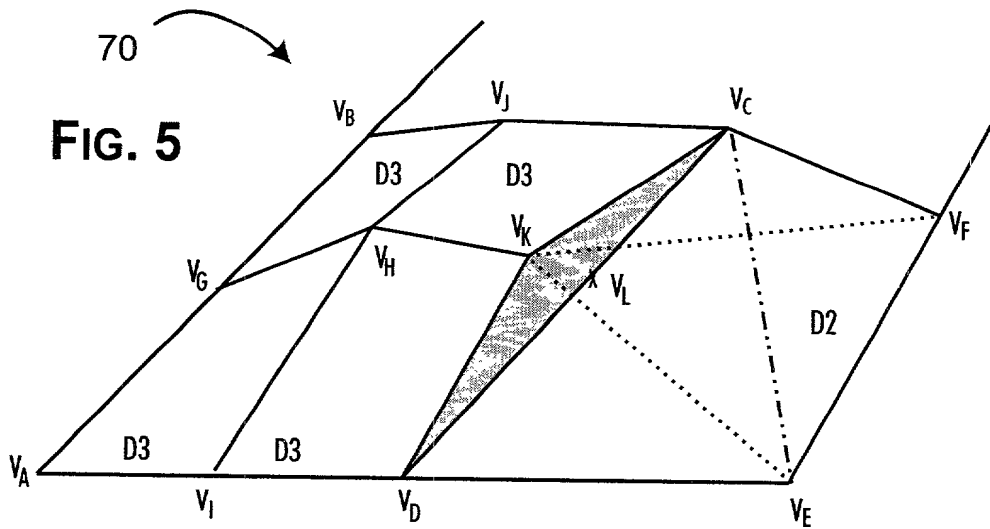


FIG. 4



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5	5	5	5	4	4	4	4
5	5	5	5	4	4	4	4
5	5	5	5	4	4	4	4
5	5	5	5	4	4	4	4
5	5	5	5	6	6	6	6
5	5	5	5	6	6	6	6
5	5	5	5	6	6	6	6
5	5	5	5	6	6	6	6

FIG. 7B

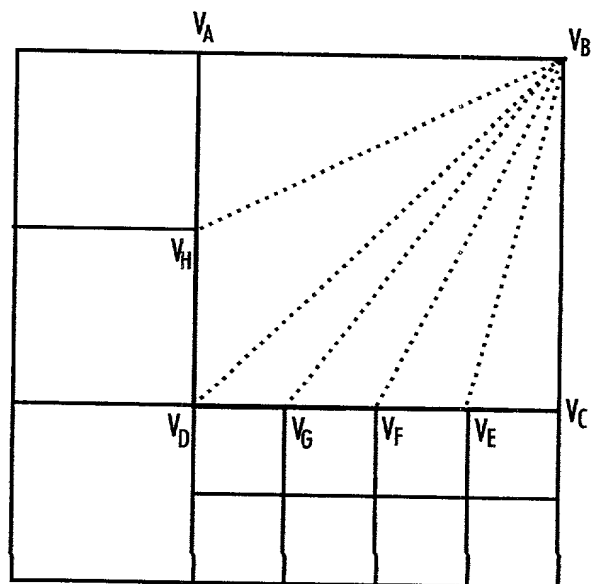


FIG. 7A

FIG. 8

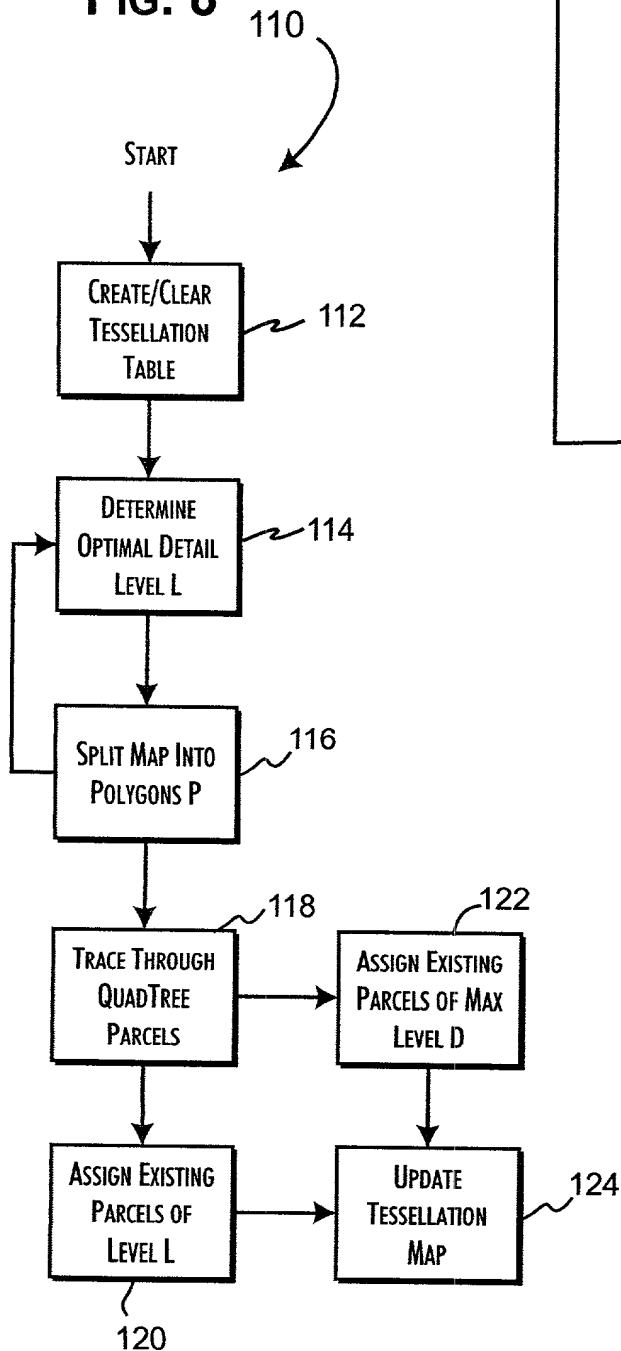
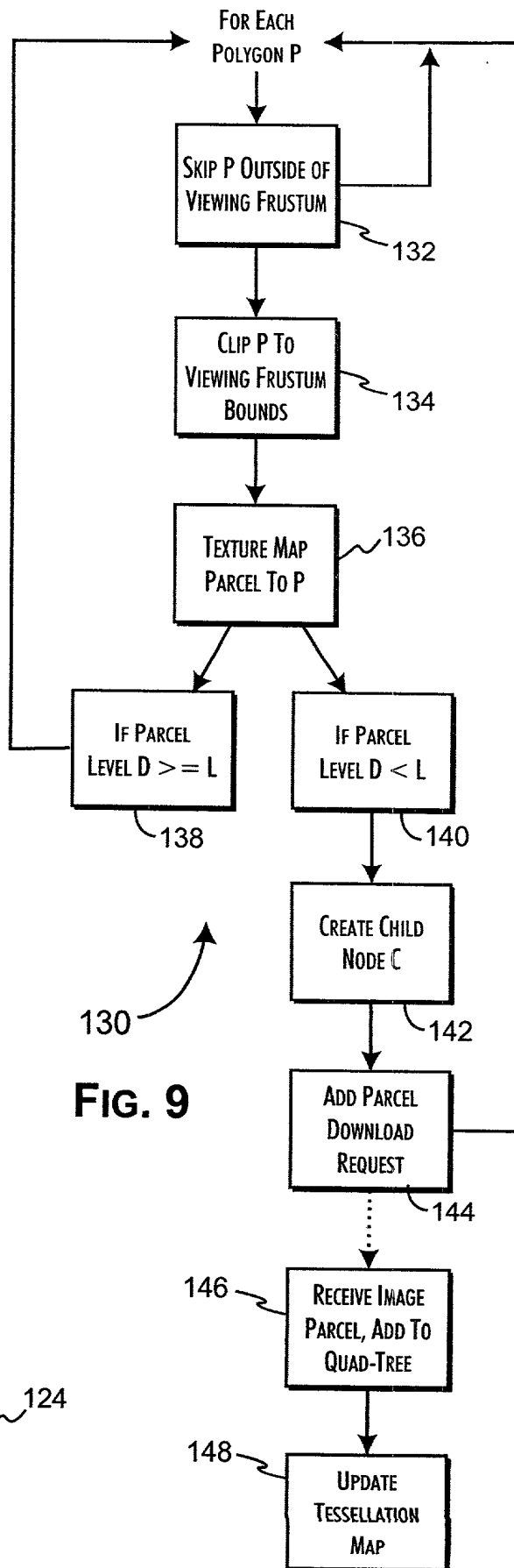


FIG. 9



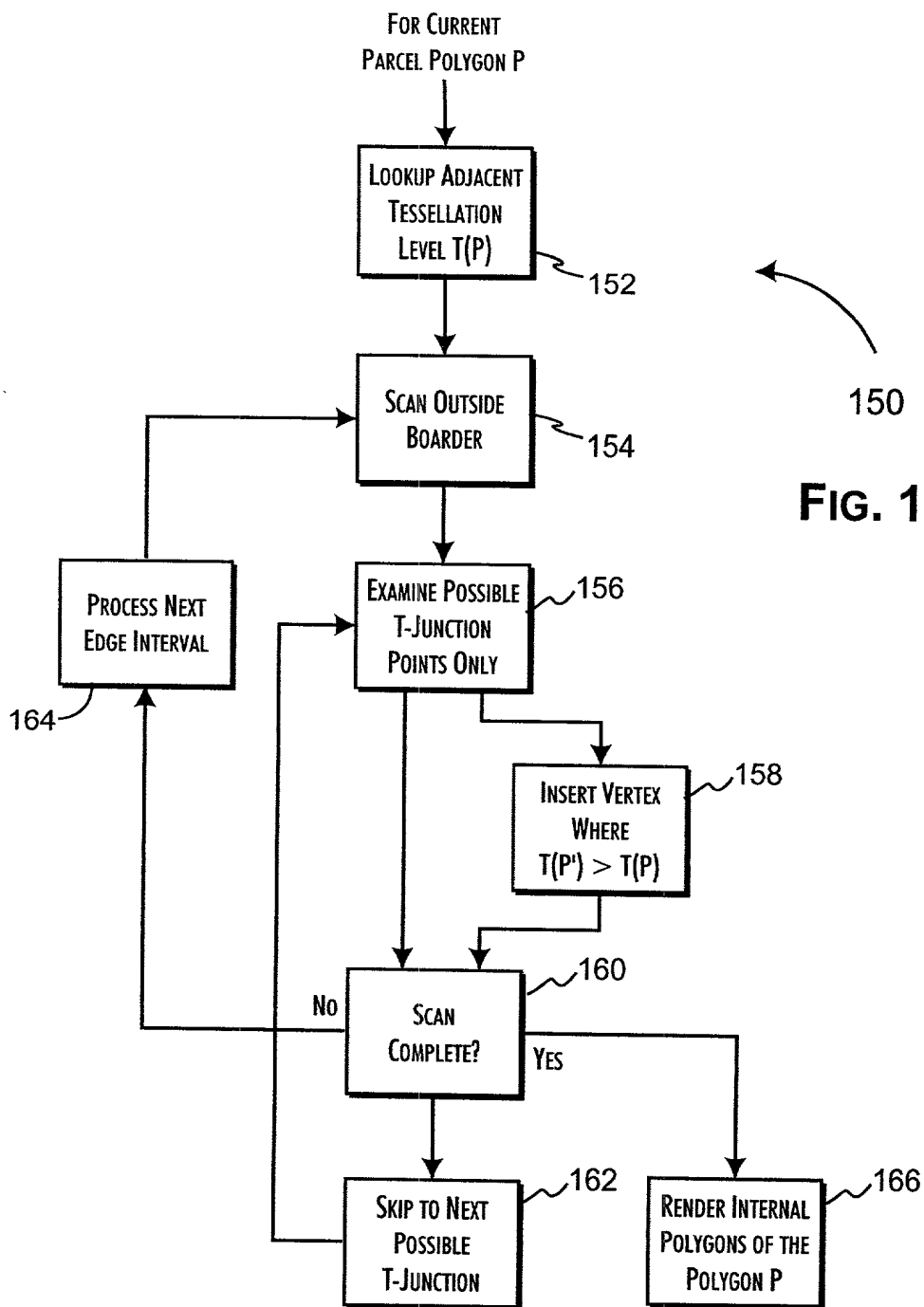


FIG. 10

FIG. 10 is a flowchart illustrating a process for rendering a polygon P. The process starts with a lookup for adjacent tessellation level T(P) (152). It then scans the outside boarder (154) and examines possible T-junction points only (156). If a vertex is found where T(P') > T(P) (158), it is inserted. A decision is made if the scan is complete (160). If not, it skips to the next possible T-junction (162) and processes the next edge interval (164). If complete, it renders internal polygons of the polygon P (166).